THE SUN SENTINEL

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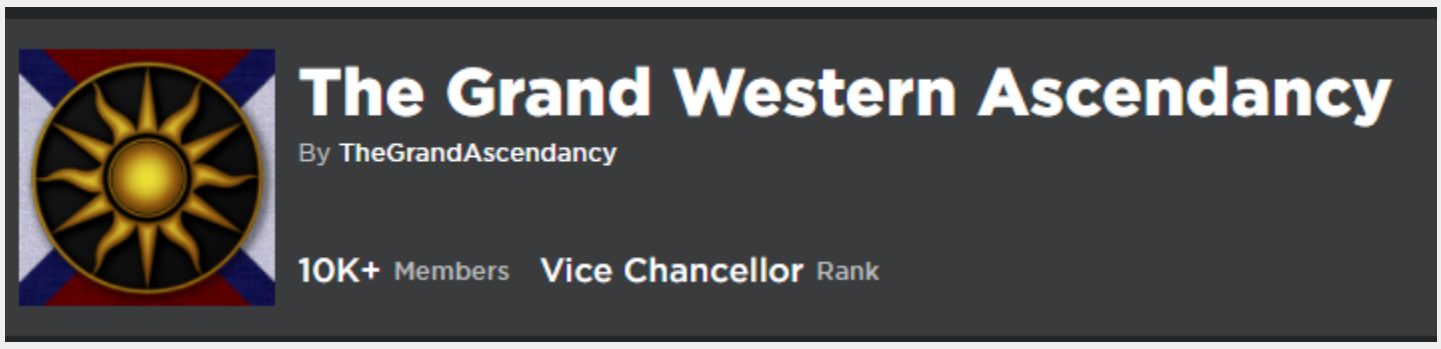
Main Group Reaches 10K



At 11:40 AM EST on March 21st, 2021, Vice Chancellor KarolusCulper announced that The Grand Western Asencandy has reached 10,000 members in the main group. This is a momentous achievement for The Grand Western Ascendancy, a milestone that was achieved in only a month after launching. Within that month, the group went from 3k members to 10k. It has been a long journey since the group's inception last year, but TGWA has finally found its stride.

TGWA has surpassed many of its rivals in terms of numbers, establishing itself as a dominant force within the Roblox World War Two Community. It has blazed past other established groups, despite their efforts to set them back. With this in mind, TGWA is set to become one of the premier World War Two groups in the genre.

To celebrate this achievement for The Ascendancy, a celebratory rally will be held on March 27th at 2 PM Eastern Standard time. It has been jokingly suggested that High Chancellor JonCulper will sing Baka Mitai for this event, and jokingly confirmed by Vice Chancellor KarolusCulper, so it may happen at this event. Onward to 20,000 members, With Sun and Steel!

Writer and *Editor*: Lieutenant General GuptaCulper

Chad Grand Western Ascendancy vs Disgraced Duchy of Vienna 1950s

Under leadership from the Founder and Marine Corps Commandant RobinCulper, Ascendancy soldiers successfully occupied the Duchy of Vienna 1950's on March 18th, 2021. Even with the odds stacked against them, Ascendancy forces were able to control 75% of the map, and hold their own against this knockoff Axis group.

Duchy of Vienna soldiers were given overpowered starter guns such MP44's and MG34's while Ascendancy soldiers only had bolt-action rifles to contend with. Nevertheless, Ascendancy forces managed to capture both capture points, and pushed through the tunnel into their spawn area. However, The Duchy of Vienna could not accept their victory, so they proceeded to ban Ascendancy soldiers in a vain attempt to appear as if they won. The Grand Western Ascendancy posted a vignette, *The Disgraced Duchy Of Vienna*, to showcase their victory, but the Duchy of Vienna decided to fire back.

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Editor-in-Chief Corner

Hello, it's me, GuptaCulper, Army Lieutenant General under the Integration and Community Services specialization. Thank you for spending the time to read our first issue of The Sun Sentinel. I'm the Editor-in-Chief of this newspaper, and I put this publication together. Please, if you have any feedback, questions, or concerns, do not hesitate to DM me at gup#0066.

As for the specifics of this newspaper, it will be published about every week, around Tuesday or Wednesday. We aim to keep the core sections of Headlines, Army, Development, Entertainment, Foreign Affairs, and Surveys. We plan to add many more sections, writers, and even other forms of media as this group continues to grow.

Lastly, I would like to thank the newspaper staff, Major TaikooStandard and Captain Turkey_24. They have made significant contributions to this newspaper and I don't know if I would have been able to release this issue without them. Major Taikoo was our writer for Foreign Affairs, and he was able to provide his expertise and research his topics in order to write those articles. Captain Turkey was able to manage the entire Entertainment section by himself, finding several columnists to write for his section. They truly are lifesavers. I really do thank them for volunteering to help with this newspaper and sharing my vision of a decent newspaper for our group.

Writer and *Editor*: Me

Army

Duchy of Vienna Fires Back at The Grand Western Ascendancy

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The Duchy of Vienna posted their own vignette called *The Grand Western Failure*. The game description states that Duchy of Vienna soldiers heroically prevailed against Ascendancy soldiers to protect the Grand Duke and his country. When you join the game, you are met with a more horrific scene. One area showcases Ascendancy soldiers in a firing line, pleading for their lives. Another area shows Ascendancy soldiers laying on the ground, begging for the tanks not to roll over them and crush their bodies. SkyCulper, an accused exploiter, is locked in a cage with all his limbs cut off. This isn't a vignette, this is a series of war crimes used to glorify their regime.

The Grand Western Ascendancy responded with their own vignette, *The Triggered Duke*. This vignette stated that the Grand Duke, the Fuhrer of the Duchy, spread lies with his vignette, and all it did was give a good laugh. This vignette goes on to restate the facts, that The Grand Western Ascendancy actually won, and that the Duke is just triggered.

Writer and *Editor*: Lieutenant General GuptaCulper

New Airborne Corps Opened

As some Ascendancy soldiers have noticed, a new Airborne Corps has been established under the Field Command specialization. This corps came into existence when a fairly large group of 50+ people, many of them being Kerovech defectors and members of an anime community, expressed interest in joining the Ascendancy. With such a large number of people, they were offered their own division in the Army.

Airborne is not a full division yet like the Marine Corps, so their Commanding Officer DaelinProud only holds the rank of Colonel currently. Airborne is more of a battalion than an actual division right now. Airborne will be working alongside the Marines as another infantry unit for now, but they will eventually receive planes, parachutes, and other airborne tools in a future development update. Airborne has the potential to become another successful corps like the Marines, and will be another fine unit in the Ascendancy.

Writer and *Editor*: Lieutenant General GuptaCulper

Officer Training System Shows Success with New Officers

The Officer Training System (OTS), under the Training Service specialization, has been successfully churning out brand new officers to serve in The Grand Western Army. There is a large demand for more active officers in the Army fueled by the growth of the group, and OTS has been designed to meet that need with quality officers.

The process begins with the interview, where a First Sergeant+ meets with an OTS instructor to answer questions. If they pass the interview, they become OTS candidates. Then they will go through multiple phases to learn the expectations and responsibilities of being an officer and put it into practice. At the end, candidates will take the final test, applying everything they have learned and practiced, and if they pass that, they will finally become full officers.

Listed below are the name of the 6 OTS candidates that have passed so far:

Ewanthechicken_v2
MountainDrew400
FredrikBeast
Lyokokiller28224
YourUncleRandy
hicaptainworld.

"[The candidates] are all very well prepared and will be able to lead the next generation of enlisted and officers in the Ascendancy."

- General WildLighwan of Training Service

Writer and *Editor*: Lieutenant General GuptaCulper

Marine Corps Dominates Helleria in Series of Raids

On March 19th, 2021, Ascendancy soldiers showed up at the Practice Battlegrounds of the Imperial State of the Hellerian Regime (Helleria) to assist our new ally, the People's Eastern Coalition (PEC). When the alliance was formed a few hours earlier, The Founder promised to send Ascendancy forces to aid PEC in their fight against Helleria.

At the Practice Battlegrounds lobby, Ascendancy soldiers lined up in their own column next to the PEC soldiers in formation. It was taking quite a while for Helleria soldiers to rally, so Sergeant Major Star31777 began conducting an interesting set of drills for Ascendancy soldiers through Discord voice chat. Ascendancy soldiers would switch from kneeling, to staring at the Hellerian soldiers, to dancing, all coordinated through VC. Finally, the practice raid started, and PEC and Ascendancy soldiers easily dominated the Hellerians. Ascendancy soldiers easily racked up kills, and all was well until the server mysteriously crashed. PEC soldiers went back to rally at their base, while Ascendancy soldiers rallied back at the Hellerian Practice Battleground. While the raid would not continue, The Founder agreed to schedule a raid at the Western Frontier for the next day, March 20th.

On March 20th, the Marine Corps defended against the Hellerians at the Western Frontier, which was recorded by Sergeant Major Amerikanski.. The Marine Corps rallied around 15 soldiers, with Hellerians rallying roughly equal numbers. The Marine soldiers were split up into 2 battalions, one led by Major noobly123456789100 to protect B point, and the other led by Captain Turkey_24 to protect A point. The Marines began strong, successfully maintaining control over both points. However, they lost B point during the final minutes of the defense, leaving them just with A point. Ascendancy soldiers were able to hold onto A point during the last 5 minutes and secured another victory for the Ascendancy. Another raid has been scheduled for Friday the 27th of this month at the Hellerian Practice Battleground map, and hopefully another victory will be secured as well.

Writer and *Editor*: Lieutenant General GuptaCulper

Development

New Town Area, Civilian Life, Economy, and Military Facilities in Major Update

Many new additions and improvements are coming to the Western Frontier, mostly focused on revamping the town area. This upcoming update will add much more content to this area, which is somewhat lacking currently. Non-combat activity will be centralized here with the movement of the military base into the town.

The military base currently outside of the town will be moved inside the town. The military facilities and activities will be moved into a military complex inside the town to create a more centralized active area. The obbies will be changed to be more complex and challenging during trainings. The recruitment center in the town is being expanded to accommodate more people and reduce crowding. Finally, a new parade grounds is being added where proper rallies can be conducted. An image of a possible new military facility is pictured below.

The town itself will become much larger. Players will be encouraged to explore the town more. More recreation areas will be added, like restaurants and bars. New businesses are also being added into the town. Two shops have been confirmed, the first one being an Asian tea shop, and the other being a clothing store. The price to buy a shop is around 10,000 robux, but the price may vary depending on size.

An economy is being added in with this update as well. Two forms of currency are being added. The first one is the Western Dollar, which is earned by killing enemies in combat. This will reward players for their time in combat. With these Western Dollars, you can rent normally locked guns for an hour. The other currency is War Bonds, which will act as a premium currency. You can buy War Bonds with Robux, and then use the War Bonds to buy locked guns permanently. This also means that gamepasses will be removed, however those who have bought gamepasses will have their bought guns transferred over. When this update comes out, you will have to buy guns through War Bonds.

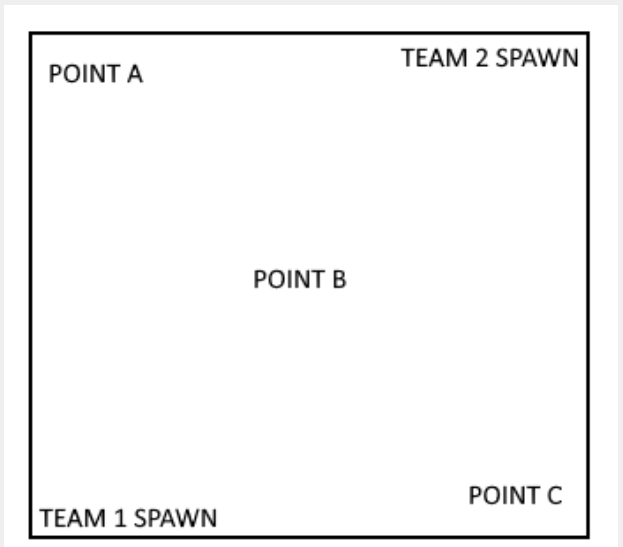
This new update will bring exciting new changes to the Western Frontier, and will usher in a new wave of growth for the nation.

Writer and *Editor*: Lieutenant General GuptaCulper

Upcoming Combat Training Map

A new combat training map is being developed for theAscendancy, which will be a combat map separate from the Ascendancy. This will offer a new option for Ascendancy soldiers when practicing combat.

As of currently, combat trainings have to be hosted on the Western Frontier or Futuretops. Combat trainings at the Western Frontier rely on having trainees fighting on the opposition team across a huge map meant for bigger raids. At Futuretops, the game is designed more for clanning communities. Ascendancy gun scripts are not available, so trainees must use different guns that they are not accustomed to and may not use out in actual raids. This new map will allow for smaller skirmishes and more specialized training.



A layout has already been developed for the game, with the map having 3 different capture points, with each point being the same distance from each team's spawn.

This new combat training map will be released shortly after the upcoming major update. This will be a valuable addition, and allow for better combat trainings.

Writer and *Editor*: Lieutenant General GuptaCulper

Changes to Guns and Weapons

New changes are coming to the guns, as many members have requested a rebalancing of the current gun systems. This update to the gun stats will be coming with the upcoming major updates. This will rework the guns so that that combat is more fair.

Additionally, Chief Engineer Axen has teased several new weapons and tools that will be available at the Western Frontier.

First off, there is the Binoculars. It may not sound exciting, but you can use these to call an artillery strike across the map. When you look through the binoculars, a target circle appears, which you then line up with the desired, pull the trigger, and artillery shells come down.

There are 3 new weapons coming out. There is Bazooka, which is a ranged weapon that shoots out explosives. Two new guns are also being added. The M3 Grease Gun will be another available SMG, with a clip of 30 rounds. The Webley pistol is also being added, with a clip of 8 rounds.

One of the more exciting tools being added is the sticky dynamite. The sticky dynamite can be thrown onto the battlefield, and as it says in the name, will stick to the ground, or even players. You can then remotely detonate the dynamite, creating a devastating effect.

These new tools and weapons will add much more variety and excitement to the battlefield.

Writer and *Editor*: Lieutenant General GuptaCulper

Entertainment

DISCOVERY OF SENTIENT TREES

Life in France has been very unusual as of late. Disappearances of personnel, changes in terrain, an increase in enemy patrols. However, a new threat has arisen on the battlefield: sentient trees. Yes, we're being serious: a band of sentient trees has invaded the fields and is disrupting our current operations. Right now, the front of the previously filled river separating us and the Raiders has been populated by spontaneously-spawning trees of mainly Oak.

Eyewitness accounts said the trees "spread their branches, perfectly catching every bullet." This theory was tested with permission, in which almost every tree in that former riverbed blocked nearly all bullets passing by or through it. These experiments were… odd, to say the least.

Some other areas where they've been seen include: the right gate of the Recruitment Centers's town (the trees were promptly uprooted due to security reasons. They were used in the Cafe's fireplace, where patrons complained about the smell, calling it "fishy"); a group sprouted up near A-Point, and were noticed by a change in aerial photographs; a large forest grew next to B-Point consisting of mostly pines. A long-term solution has not been conceived as of now.

The Pine Forest at B-Point; it has grown to enormous advantage for invading parties.

Writer: Warrant Officer YourUncleRandy
Editor: Captain Turkey_24

REPORTS OF STRANGE EXPERIMENTS

Many people as of late have been reporting strange sightings in Agimont. There have been sightings of many strange phenomena, including ghosts, which had the appearance of high-ranking staff of the TGWA; bombs being dropped from the sky, but no damage was found several minutes later, when those who had fled the city came back to investigate; along with sightings of strange dogs, with some flying and others transporting members of the army.

Several people have used these sightings to defame the TGWA, however, we have no information at this time of who, or what, is behind these occurrences. Several popular theories that have popped up lately are the use of phase technology, which would allow troops to easily surmount any fortifications, and even bullets; steroid-enhanced animals, allowing for easier and cheaper transportation throughout the Ascendancy; and holographic simulations, which would allow virtual armies to strike within our enemies and cause for them to retreat, while our real troops arrive in and capture the abandoned cities. These theories have been neither confirmed nor denied by any official sources within the Ascendancy, with several stating, “That’s [REDACTED]’s business.”

Believed-to-be genuine photograph, illustrating a soldier riding what appears to be a genetically-altered dog.

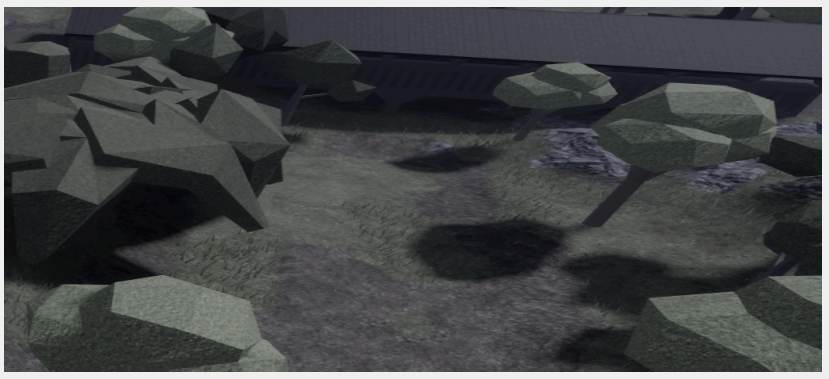
Writer and *Editor*: Captain Turkey_24

RIVER DRYS UP IN SUDDEN DROUGHT

It was an ordinary day: soldiers were marching to and from their training areas, Volunteers were sharing their first rationed-cigarettes, and the recruiters were doing their job. Civilians were bustling about in the town square, some selling their personal items to Enlisted for extra rations. The Frontier was particularly quiet, an unusual occurrence. A group of patrolling Enlisted, who'd just arrived at the river bordering the Raider's land and ours, were amazed at the sight of a dry river bed. This change in the landscape was quickly reported to superiors, who swiftly began an investigation.

The Cafe ran out of water quite soon, with patrons complaining of the lack of their watered-down drinks. This prompted protest from a few weak-bellied individuals who’d never experienced pure drinks. It also became the subject of the growing opposition in the town, with many blaming the Ascendancy. Another well was quickly found, as the other two rivers had been polluted by retreating Raiders. However, the cost to transport this fresh water has put a great deal of stress on the budget branch.

As it turned out, a scout found a large makeshift dam created by Raiders. While investigating, they were shot at by a large group of them, who were guarding it. A large concrete dam was seen being put in place. Plans to destroy the dam have been shot down, as explosives are being rationed for the front (and Axen). Beer has been run on tap as an alternate choice to dehydration, which has led to many slip-ups by buzzed/drunk/blackout-drunk personnel. This introduction of many young Volunteers has led to a sharp increase in consumption of alcohol, which has led to rationing of the supply. Many are not happy about this, specifically the Conscripts and Volunteers.



The once-flowing river has become a ghost of itself. Grass and trees are beginning to grow where it once ran.

Writer: Warrant Officer YourUncleRandy
Editor: Captain Turkey_24

THE GRAND WESTERN SIDESHOW

Several days ago, a group of soldiers who had taken it upon themselves to raise morale at the front line created a sideshow, which recently had their first performance. The performance consisted of three soldiers performing the musical skit while prancing around the makeshift stage and hanging onto one another. The soldiers were mocking feminized representations of the current leading heads of USM and an unknown entity, hanging off a certain leading figure of the Alemannic Realm, who wore a powdered white face and bright red lips. The troops seemed to enjoy the show as some shouted catcalls at the three “ladies," all the while others laughed at the absurd spectacle. The success of the performance in raising morale among the soldiers who await deployment to the neighboring village of Agimont. Based on interviews with performers, further performances can be expected in the future.

Writer: Corporal FranzPrower *Editor*: Captain Turkey_24

PEOPLE CELEBRATE AS WE GAIN TEN THOUSAND CITIZENS

Recently, it was announced that we now have ten thousand citizens, with over five thousand of them becoming soldiers. It was a great cause for celebration and many soldiers were disciplined as they were found to be too drunk to man their posts The cafe reported that they were almost out of beer by the time the officers showed up to discipline the soldiers. Many people danced in the street. Despite the great tragedies that have happened, this event has raised morale and have increased our odds of winning the war even greater. Despite the trouble with managing so many people, we are sure to do it!

Writer: Corporal firewolfy989898 *Editor*: Captain Turkey_24

Foreign Affairs

Leadership Change with Chinese Friends

The Founder of the Chinese National Revolutionary Army (CNRA), named Sun_Takming, but popularly known as DrNoob0 or Puren, has retired from the rank of Generalissimo and appointed Chiang_KalShek, popularly known as Zhang, to continue his legacy and lead the group.

The group was founded during September of last year under DrNoob0. A veteran of the WW2 Asian Community, he sought to establish a new major Nationalist Chinese group that would unify the smaller Chinese groups together, as a new beacon for the Asian and Pacific groups in the World War Two Genre. He accomplished his vision of being the predominant WW2 Nationalist China group on Roblox, being recognized by many groups. TGWA has formed a mutual friendship with this group to create a unified Allied presence in Asia.

Chiang_KalShek announced many reforms to the group following this announcement, stating that he would remove all Group Recruiting Plaza events, fix activity by hosting more entertaining events, creating maps that are less laggier, reforming the Officer Academy to focus on leadership, and finally a commitment to continue the group and ensure it survives for the years to come.

Writer and *Editor*: Lieutenant General GuptaCulper
Special Thanks: Chongxi_Bai

Non-Aggression Pact Signed With Noricerm Realm

The Noricerm Realm and The Grand Ascendancy have signed a non-aggression pact. This agreement follows a number of steps by the Noricerm Realm to form a more distinct aesthetic, unlike the commonly used German aesthetic used by our enemies. Noricerm is owned by CaabLeistung, who joined in 2014 and formerly owned the groups Herrliche Bayerische Empire and Folksland.

Caab briefly attempted to launch Folksland, which would be the main military group while using Noricerm as a cash grab for his new game, a TPS WW2 game set during the Fall of France. However Noricerm HC decided to abandon this plan and revert to Noricerm, but activity was crushed. After the new year, a number of Noricerm HC members decided to desert or retire from Noricerm, a lot of the deserters heading to GAR, a more ‘active’ German WW2 group.

This has led Noricerm HC to change their aesthetic from Germany to Swiss. This also allows Noricerm to stay safe from the Roblox Ban hammer, unlike other German groups. The Allied High Command have mutually agreed that this change isn’t a ruse and that Noricerm truely wants to change for the better.

The non-aggression pact lays out a number of terms, which includes Noricerm permanently staying away from the German aesthetic, past association with enemies like the Rhine and the Richterian Dynasty being forgiven, and potential for military cooperation.

Writer: Major TaikooStandard *Editor*: Lieutenant General GuptaCulper

The Grand Baltic Realm: Another Copycat

The Grand Baltic Realm is yet another group owned by JohnHarthur (also known as JPMasterchief), an individual within the WW2 sphere who has been pumping out groups meant to copy off of other major groups such as The Greater Western Ascendancy, Greater Alemanic Realm, and Kroneland.

John began creating groups in 2017, his first group being 'United States Military WW2' or 'USM WW2'. He would continue to create more groups, for example 'The Grand Western Imperium' and 'Mexican Armed Forces'. His last two groups, the United American Federation and The Western Federation, were knockoffs of our previous two groups, the United North American Republic and The Western Ascendancy.

During the beginning of TGWA V1 in early July, JohnFremwell, as he was known back then, decided to reconcile with us. He handed us ownership of the Holy Roman Empire of the Frankish Nation, a former Axis empire of Leutgard/Lewisado, which TGWA then promptly annexed under The Grand Allied Department of Annexation. John was instated as a General in the Army, and brought his followers along to help with the launch of TGWA. This wouldn’t last for long, however.

John would go on to make an alt account named 'JohnCulper', taking the Culper name without authorization or acceptance into the Culper Family. The major grievance, however, was that John was covertly reopening one of his copycat groups, The Western Federation. He lied to TGWA, and went behind their backs to form his own group. He freeloaded off TGWA, the true founders of the Allies, while also running his own copycat Allied group. The 'Loyal General' was removed after The Founder gave him several chances to cooperate.

JohnHarthur's current group, The Grand Baltic Realm uses an uncommon aesthetic, but you can see already that the group is inspired from Kaiserreich. Their map, where the Marines destroyed them (plus Lorraine and Dietsland) in a raid uses a commonly used raid gui which can be dated back from previous Lewis groups. Unlike taking themes from the Baltic states and their culture, the group instead takes a more Baltic German route, taking German uniforms, German weaponry and German equipment, making it more similar to the 'Baltische Landeswehr'. What you can see from this group is that it shows was JohnHarthur is, a copier and imitater who is unable to create something that is truly his own.

Writer: Major TaikooStandard *Editor*: Lieutenant General GuptaCulper

Another Enemy on the Horizon: New Districts of the Kerovech Empire

Horst/LordKerovech, popularly known as Lavo, is working on the relaunch of one of his past groups, the New Districts of the Kerovech Empire. Following the fall of his recent groups, the New People’s Revolutionary Socialist Republic this past summer and the Imperial Confederacy of the Rhine this winter, this new group will see another change in aesthetic for the Kerovech Order once again.

Lavo joined this platform in 2010 under the original username of ‘lavo26’, serving as a member of the Griffin Squad (a Soviet group) until being brainwashed by Lewisado (known today as Leutgard) into joining his more ideological groups such as HRI, NHRI and Austratt. Lavo would rise up the ranks under Lewisado, and even lead some of his groups. This continued for many years, until the split in the Kernmagne Realm during 2019. Lavo and Zofiel, a friend of his, had a disagreement with Lewisado about their ranks, and so they began a coup with their Kerovech loyalists to form their own line of Axis groups.

After many failed and abandoned groups the previous year, the initial version of the New Districts of the Kerovech Empire (NDKE) launched in Spring 2020, mixing their regular German theme with the dystopia of *1984*, George Orwell’s novel showcasing an extreme totalitarian state in which even the very thoughts of their citizens were controlled. NDKE released their Capital map (pictured right) as their main game, featuring an immense Capital city filled with imposing drab grey concrete buildings, sheltered from the raider infested wasteland outside the checkpoint. This game failed to obtain traction, and thus they released the map ‘Alps Offensive’. Despite this effort, NDKE V1 would die within a few months and development on new groups would succeed it. Zofiel retired, and left Lavo to lead.

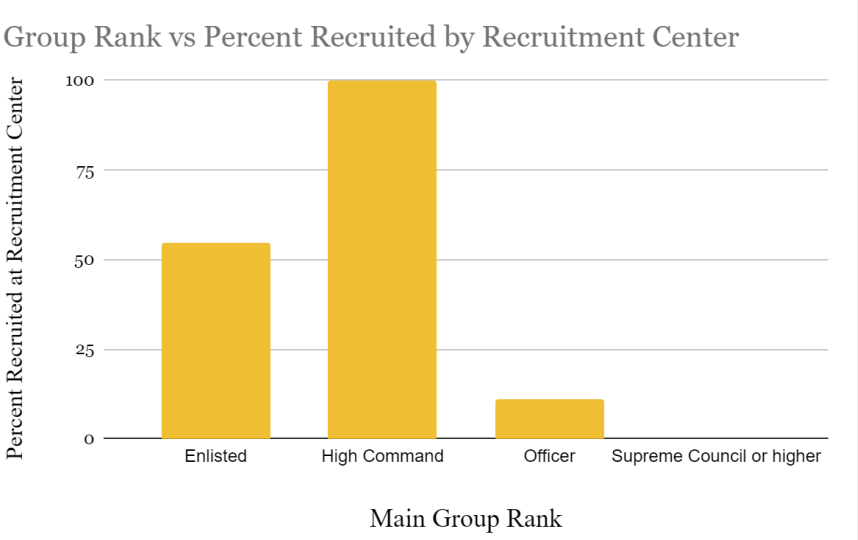
With the death of these groups we fast forward to today and the subsequent development of this new version of NDKE. Shown in the screenshot to the left, the uniforms NDKE will be using for their relaunch will be mimicking those of Nazi soldiers of the popular video game Wolfenstein, and seems to be going for a more ‘sci-fi look’. With this in mind, their new map may possibly be some sort of dystopian wasteland set in some remote location in the far future. If their group launches, The Grand Western Ascendancy will have a new major enemy to face off with. However, there is quite a low chance of them lasting more than a few months, as they have a history of continually abandoning every group they launch.

Writer: Major TaikooStandard *Editor*: Lieutenant General GuptaCulper

Surveys

Recruitment Center Survey #001

The Sun Sentinel conducted a survey within the TGWA Discord Server on opinions of the recruitment center in The Western Frontier game. Listed below are some of the findings.



One major finding is that the majority of the enlisted stated that they were recruited at the recruitment center, while most of the officers stated that they were not recruited at the recruitment center. This seems to suggest that the recruitment center is effective in recruiting enlisted into the Ascendancy, and is beneficial in getting civilians into enlisting.

However, those enlisted are not exactly advancing into the officer ranks. This makes sense, as many of our officers were directly invited to the Ascendancy from other communities, while the enlisted are the ones who joined the game through sponsors and went to the recruitment center. Perhaps more emphasis needs to be put on turning these newly recruited enlisted into officers instead of finding officers from elsewhere.

But, this is countered by the fact that 100% of the high command that answered that they were recruited. Only two high command in the main group answered the survey, so this survey may be unrepresentative of the entire high command, but at least it shows that some of the new recruits we have gained from sponsors are advancing.

Additionally, many people left feedback on how the recruitment center may be improved.

One wrote, “Add an NPC at the help desk that only answers relevent question like how to join the army, and how to get xp.”

The addition of a NPC who could provide automated responses to frequently asked questions would very much relieve some of the burden that recruiters have.

Another individual suggested, “We can adopt the old V1 recruitment desk in which there was a DMV like look to it with multiple desks lined up.”

In the previous version of TGWA, the recruitment center featured multiple help desks lined up side by side, allowing for more people to be processed at once. There would be several recruiters, each having their own desk with a line of people to recruit. As of currently, the recruitment desk features only one help desk, and the line for this desk often becomes backed up during peak use. Multiple desks would allow for more throughput and reduce the crowding in the recruitment center.

Our final featured suggestion is, “More autonomy, things for people to click on to learn about the advantages on joining, what the group stands for and does etc. The average roblox-er will enjoy that over talking to some officer behind a desk. It also allows possible recruitment while there isn't one.”

Many people have suggested more interactivity within the recruitment center so that civilians may learn more about the group and the advantages of joining the group without burdening the recruiter. Information about the Army and its Corps could be posted, with statues featuring different uniforms, enticing civilians to join our group and enlist in one of the Corps. This is more helpful when there is a lack of recruiters, and gives the civilian a greater degree of autonomy in the recruitment center. However, this greater autonomy may be detrimental to our younger civilians, who may be confused or overwhelmed with all the information.

For those who took the survey, thank you for filling it out. Your ratings and opinions will be used to improve our recruitment center, and will be used when creating the new recruitment guide.

Writer and *Editor*: Lieutenant General GuptaCulper

Basic Training Survey #002

The Sun Sentinel’s second survey conducted was on the Basic Training Event. Basic training was the most hosted event types, as it was quick and easy to host. However, the basic training event was being hosted too frequently, and other event types were being neglected. Because of this, the Vice Chancellor KarolusCulper put a hold on the hosting of all basic training events in an effort to encourage NCOs and Officers to host different event types. This survey was conducted to see what could be improved with the basic training event while it is on hold.

Many of the survey takers listed suggestions about improving the applicability of the training for combat.

One survey taker wrote, “Improve obbies for things you'd actually need in a raid. Jumping around walls, jumping over tall walls, jumping on small points etc.” The obstacle courses could definitely be improved to teach trainees on how to move around different environments and how to scale buildings, which could be useful in offensive or defensive raids.

The same survey taker also suggested, “Make firing range have moving targets and a score system.” A more dynamic firing range would be much more widely used, and could be used to improve the aim of trainees, improving their skills when they face combat. Trainees could be scored on their accuracy so they could receive feedback on how well they were doing.

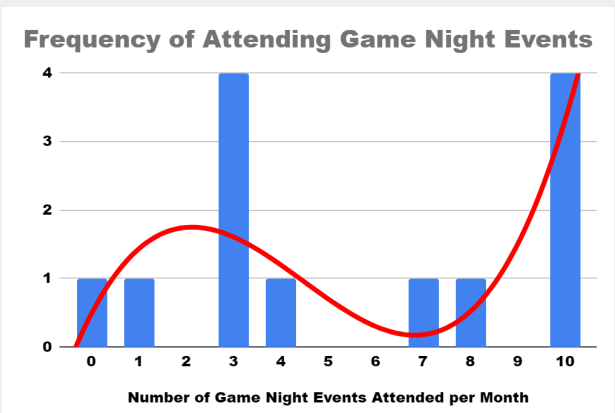
The same survey taker (they came up with quite a list of suggestions) also stated, “Give extra XP for fastest obby time, best shooting range score to get people excited, invested but most importantly to have fun.” One of the most important parts of a training is keeping the trainees motivated, and you keep them motivated by having fun. Having fun challenges where extra XP is awarded can make a training more competitive and enjoyable, and rewards those with better skills.

Hopefully these suggestions can be used by the development team to improve the military training facilities, and used by the Training Service to improve the quality of their events.

Writer and *Editor*: Lieutenant General GuptaCulper

Gamenight Survey #003

The Sun Sentinel conducted a third survey on game night events. A game night event is an event primarily for entertainment, where the host selects entertaining games unrelated to The Grand Western Ascendancy, and attendees play the games for fun.



For the question, “On average, how many game night events do you attend a month?”, the data was bimodal, forming two different peaks. While there wasn’t enough data to form a more complete model, you can see a peak around the lower numbers from 0-4, and another peak from 7-10. This seems to suggest there are two different groups of people attending gamenights, one that attends very frequently, and the other group seems to attend gamenights much more infrequently.

The data for many of the other questions wasn’t very profound. Almost everyone thought gamenights were very fun. Respondents believed an average of 3 gamenights should be hosted per week. Almost all respondents believed that gamenights should be hosted during the Friday to Sunday part of the week. As for the format of gamenights, the respondents offered mixed opinions. About half wanted a different format for every gamenight, while the other half just wanted one long game.

As for the different games, the most liked game was Copyrighted Artists, although quite a few people did not know about the game. This is a drawing guessing game, but with a twist, where every player draws an original drawing according to the prompt, but other players are selected to copy your original, and the rest of the group must guess which is the original and which is the copy.

The data collected will be used to improve the way Integration and Community Services hosts game night events, and the games that are selected.

Writer and *Editor*: Lieutenant General GuptaCulper